## NOTICE OF PUBLIC HEARING CITY COUNCIL, CITY OF LADUE ST. LOUIS COUNTY, MISSOURI

Notice is hereby given that the City Council of the City of Ladue will hold a Public Hearing on a recommendation submitted by the Zoning and Planning Commission that the City Council approves a Special Use Permit for James Probstein/Sportsman's Park to construct an outdoor dining patio at an existing restaurant at 9901 Clayton Road.

The Hearing will be held at 4pm, or as soon thereafter as the matter may be properly heard, on September 21<sup>st</sup> at the Ladue City Hall, 9345 Clayton Road.

The Hearing will be open to the public and any person interested in the proceedings will be given an opportunity to be heard.

Pursuant to Section 610.022 RSMo., the City Council could vote to close the public meeting and move to executive session to discuss matters relating to litigation, legal actions and/or communications from the City Attorney as provided under section 610.021 (1) RSMo.

Andrea Sukanek Ladue City Planner

## NOTICE OF PUBLIC HEARING CITY COUNCIL, CITY OF LADUE ST. LOUIS COUNTY, MISSOURI

Notice is hereby given that the City Council of the City of Ladue will hold a Public Hearing on a recommendation submitted by the Zoning and Planning Commission that the City Council approves a Special Use Permit to install a wireless communications antenna on a utility pole in the right-of-way in the Forest Green Estates Subdivision, near 1716 Kenmont.

The Hearing will be held at 4pm, or as soon thereafter as the matter may be properly heard, on September 21<sup>st</sup> at the Ladue City Hall, 9345 Clayton Road.

The Hearing will be open to the public and any person interested in the proceedings will be given an opportunity to be heard.

Pursuant to Section 610.022 RSMo., the City Council could vote to close the public meeting and move to executive session to discuss matters relating to litigation, legal actions and/or communications from the City Attorney as provided under section 610.021 (1) RSMo.

Andrea Sukanek Ladue City Planner